JOSHUA

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CAPCOM

PREMIER
WORLD-WIDE
ARCADE GAME
DESIGNER

© The Walt Disney Company
Produced by CAPCOM CO.,LTD. 1991

Printed in Japan

NES-68-AUS

Disney's

TALESPIN

INSTRUCTION MANUAL

CAPCOM

Damon West

®

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SAFETY PRECAUTIONS

1. Always make sure the power is off before inserting or removing the Game Pak.
2. Don't try to take the Game Pak apart, or touch its terminal connectors.
3. Keep your Game Pak safe from direct sunlight and extreme hot or cold. Don't bend it, crush it, or get it wet. Store it in its protective package at room temperature when you're not using it.
4. If your Game Pak gets dusty, clean it with a soft, dry cloth. Never use thinners, solvents, benzene, alcohol, or other strong cleaning agents that can damage it.
5. For the best game play, sit 3 to 6 feet away from your television. Pause for 10 to 20 minutes after 2 hours of continuous play to extend the life of your Game Pak.

DAMIAN WEST

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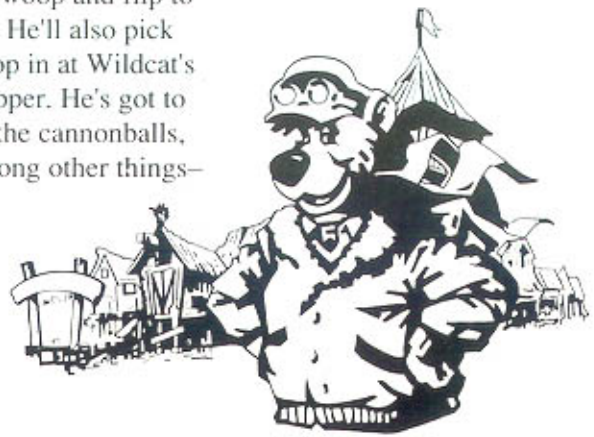
GETTING STARTED

1. Insert the **Tale Spin** Game Pak into your Nintendo Entertainment System and turn it on. The Title screen appears.
2. Press **Start** to begin the game.
3. Read the story screens, and press button **A** to go on to each new screen. (Press button **A** during a screen to read it faster.) At the last screen, press button **A** again to begin Baloo's adventures.
4. During play, press **Select** to pause the game. Press it again to continue.
5. Press the **Reset** button on the Nintendo Entertainment System to start the game over from the beginning.

BALOO'S HIGH ADVENTURE

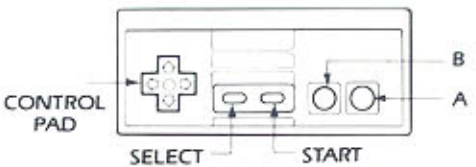
Flying high in the Mini Sea-Duck, Baloo Bear is picking up cargo for his customers. But things get topsy-turvy when Don Karnage and his gang of air pirates pop out of the clouds. In a dizzying whirl of crazy air aerobatics, they try to stop Baloo from making his deliveries!

Baloo will loop-de-loop, swoop and flip to dodge his daring enemies. He'll also pick up bags of money, and drop in at Wildcat's hangar for a quick fixer-upper. He's got to be a frisky flyer to dodge the cannonballs, bones, and baseballs – among other things– that the air pirates shoot his way.



FLYING THE MINI SEA DUCK

Fly up, down, backward and forward.	- Press the control pad in any direction.
Flip upside down.	- Press button **A.**
Fire the cannon.	- Press button **B.**
See the status screen.	- Press **Start**. Press it again to return to the game.



SKY JINKS!

Baloo, the high-flying ace, is off on more assignments. But the sunny skies over the cape are full of clouds, and trouble. Almost as soon as he takes off, Baloo meets up with Don Karnage's sharp-shooting air pirates!

The hearts in the upper left corner of the screen show how strong the Mini Sea-Duck is. Each time the plane gets hit, a heart will disappear. When all the hearts are gone, so is the Mini Sea-Duck. Baloo must parachute to safety!

When Baloo must dodge or shoot down all the air pirates to make it to the end of the trip. Then he'll meet up with an enormous pirate who's hard to defeat. Baloo must get rid of him, too, in order to finish the trip.

SKY-HIGH TREATS

Keep an eagle-eye out for special items scattered over the landscape. Shoot baloons, walls, clouds and buildings to find even more goodies. Then fly over them for bonus points.

Hearts	Power-up with extra strength.
Money Bags	Gain money to buy equipment in Wildcat's hangar.
Cargo Boxes	Pick up all of these for a perfect bonus score.
Fruit	Grab as many as you can for big bonus points.

BONUS ROUND

Find the special door hidden in the round, and scoot through it. You'll enter a bonus round, where Kit Cloudkicker rides on his airfoil for a rollicking whirl at scoring big points. Make Kit pop the balloons, and then fly through the fruit that appears. The more he gets, the more points you score! The round lasts for 40 seconds, and then it's back to the skies!

BALOO'S LOGBOOK

Press **Start** during a round to check Baloo's logbook and see how you're doing so far in the game. Your points and money are totalled at the end of each round. Press **Start** again to get back to the action.

000524
PTS

Points

LOAD X 02

Cargo Aboard

$BAG X 03

Money Bags aboard

LIVES

Hearts Left

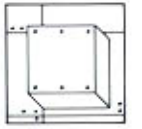
X 01

Number of times you can continue

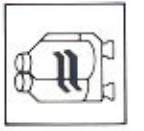
BACK AT THE HANGAR

You'll fly by the hangar at the end of each round. Here, Baloo's trusty mechanic Wildcat is all set to fix up the Mini Sea-Duck. Use your money to buy parts and special equipment. Buy the best equipment you can – you're going to need it!

Mini Sea-Duck - Gain an extra life.



Armor - Adds an extra heart to the strength of the Mini Sea Duck.



Engine Power - Increase your speed.

BACK AT THE HANGAR continued...

Rapid Shot - Shoot your cannon faster

Super Rapid Shot - Shoot up to 4 shots at at time.

Continue - Gain another chance to continue

Press **Start** to take off from the hangar and zoom back to begin the next round!

CONTINUING (OR ENDING) BALOO'S ADVENTURES

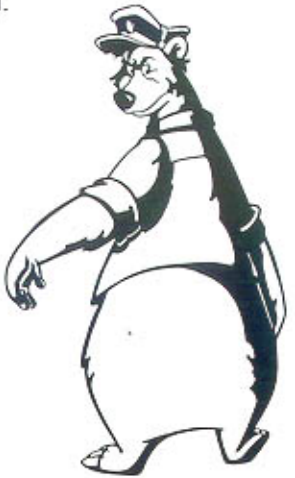
When all his hearts are gone, Baloo must parachute to safety. But he'll return to the round two more times. After that, the game ends. If you like, you can continue from the beginning of the round, up to three more times. When you continue, you lose anything you've bought in Wildcat's hangar, but you keep your money and points.

Round 1: Over the Sea

Bubble machines and speedy helicopters spell trouble for our hero! A huge submarine lurks at the end of the round.

Round 2: The Baseball Stadium

Baloo flys into batting practice. Dodge those curve balls! Fly through underground tunnels, and meet up with the biggest, baddest baseball you ever saw!



Round 3: In the Stormy Sky

It's the attack of the sky sharks! Bombard the satellites and clouds to escape the whizzing rockets. Demolish the twin sky ship in a wing-ding battle.

Round 4: The Haunted House

What's it like to fly through a haunted house? Very scary, when chandeliers burst and spooky objects attack! Fluttering ghosts are hard to dodge, and at the end, set your sights on the Invisible Man!

Round 5: High Above the City

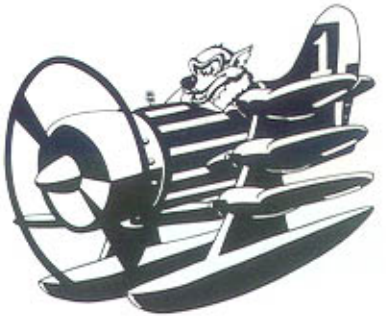
Hang tough, Baloo! Hang-gliding pirates are on your trail. Steel beams fall from high places, so watch out! Your joy-ride turns dangerous when you come up against the huge wrecking ball!

Round 6:
The Mining Tunnels

Blazing tail-winds! It's a bone attack from doggie miners bumping around in ore carts! Hibernating snakes wake up just in time to make big trouble. The biggest mining machine in the world hurls mountainous boulders.

Round 7: Jungle Junket

Leaping crocodiles and voodoo statues put a hex on this trip.



Round 8:
The Snowy Alps

Zip around a mob of skiiers and dodge those speeding snowballs. Circle, spin and loop in thrilling air aerobatics when Don Karnage appears. The Iron Vulture, a huge flying fortress, takes you into your most dangerous and exciting battle!

FLYING TIPS

- Pick up as many cargo boxes you can for big bonus points. When you pick up all the cargo in a round, you'll get a perfect bonus!

- Grab lots of money bags. The more you pick up, the more you can buy in Wildcat's hangar.

- When you shoot an air pirate, watch out for any little enemies that might appear, even the tiniest ones can hurt you.

⚠ WARNING ⚠

DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System™ ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.